
Ashes Trilogy 1 Ilsa J Bick

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The Shade of the Moon Simon and Schuster

Out of sight, out of their minds: It's a school-trip splatter fest and completely not cool when the other kids in her class go all braindead on new girl Bobby. The day of the ski trip, when the bus comes to a stop at a roadside restaurant, everyone gets off

and heads in for lunch.

Everyone, that is, except Bobby, the new girl, who stays behind with rebel-without-a-clue Smitty. Then hours pass. Snow piles up. Sun goes down. Bobby and Smitty start to flirt. Start to stress. Till finally they see the other kids stumbling back. But they've changed. And not in a good way. Straight up, they're zombies. So the wheels on the bus better go round and round freakin' fast, because that's the only thing keeping Bobby and Smitty from becoming their classmates' next meal. It's kill or be killed in these hunger games, heads are gonna roll, and

homework is most definitely gonna be late. Combining the chill of THE SHINING, the thrill ride of SPEED, the humor of SHAUN OF THE DEAD, and the angst of THE BREAKFAST CLUB, Kirsty McKay's UNDEAD is a bloody mad mash-up, a school-trip splatter-fest, a funny, gory, frighteningly good debut!

Pangaea Egmontusa

A post-apocalyptic thriller of the after effects in the United States after a terrifying terrorist attack using electromagnetic pulse weapons. New York Times best selling author William R. Forstchen now brings us a story which can be all too terrifyingly real...a story in which one man struggles to save his family and his small North

Carolina town after America loses a war, in one second, a war that will send America back to the Dark Ages...A war based upon a weapon, an Electro Magnetic Pulse (EMP). A weapon that may already be in the hands of our enemies. Months before publication, One Second After has already been cited on the floor of Congress as a book all Americans should read, a book already being discussed in the corridors of the Pentagon as a truly realistic look at a weapon and its awesome power to destroy the entire United States, literally within one second. It is a weapon that the Wall Street Journal warns could shatter America. In the tradition of *On the Beach*, *Fail Safe* and *Testament*, this book, set in a typical American town, is a dire warning of what might be our future...and our end. The John Matherson Series #1 *One Second After* #2 *One Year After* #3 *The Final Day* Other Books *Pillar to the Sky* 48 Hours At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. *Scientific American Boy* St. Martin's Griffin THE UNTOLD STORY OF THE INVENTION OF THE BATTLEMECH... Break-Away is the

first of six novellas detailing the struggle to create the next awesome weapon to rule the battlefield—the BattleMech. In the mid-25th century, factions of mankind are desperate to invent the next technological leap in warfare—a machine that would give each group an overwhelming advantage on the battlefield. And no one is more aware of the race to perfect this new machine than the leaders on Terra. But during the final trials to find the first pilot for the Terran prototype, the contest is infiltrated by a deadly enemy who wants to ensure that no one survives. It's up to the last remaining Terran candidate—and a scientist struggling to make a breakthrough on the human-machine interface that will control this new war machine—to save Terra's BattleMech program from those who wish to destroy it. The Prey Simon and Schuster In the tradition of *Memento* and *Inception* comes a thrilling and scary young adult novel about blurred reality where characters in a story find that a deadly and horrifying world exists in the space between the written lines. Emma Lindsay has problems: no parents, a crazy guardian, and all those times when she blinks away, dropping into other lives so surreal it's as if the story of her life bleeds into theirs. But one thing Emma has never doubted is that she's real. Then she writes "White Space," which turns out to be a dead ringer for

part of an unfinished novel by a long-dead writer. In the novel, characters travel between different stories. When Emma blinks, she might be doing the same. Before long, she's dropped into the very story she thought she'd written. Emma meets other kids like her. They discover that they may be nothing more than characters written into being for a very specific purpose. What they must uncover is why they've been brought to this place, before someone pens their end. Ashfall Simon and Schuster With her family discredited by a traitor, Katana Tormark plans to regain her clan's honor by challenging House Kurtia's right to rule the Combine, openly challenging their authority and pushing them into a conflict with the Republic, but now she faces a new threat from Warlord Mitsura Sakamoto, who has his own scheme to seize control of the Combine. Original. Ashes, Ashes Forge Books In this eagerly awaited addition to the dystopian series begun with New York Times best-seller *Life As We Knew It*, Jon Evans is one of the lucky ones—until he realizes that escaping his safe haven may be the only way to truly survive. A Touch of Gold Penguin People in Merit, Wisconsin, always said Jimmy

was . . . you know. But people said all sorts of stupid stuff. Nobody really knew anything. Nobody really knew Jimmy. I guess you could say I knew Jimmy as well as anyone (which was not very well). I knew what scared him. And I knew he had dreams—even if I didn't understand them. Even if he nearly ruined my life to pursue them. Jimmy's dead now, and I definitely know that better than anyone. I know about blood and bone and how bodies decompose. I know about shadows and stones and hatchets. I know what a last cry for help sounds like. I know what blood looks like on my own hands. What I don't know is if I can trust my own eyes. I don't know who threw the stone. Who swung the hatchet? Who are the shadows? What do the living owe the dead?

The Orphan Army Simon and Schuster
Pangaea Under Siege In Aristaya, the underwater turbine fields have been destroyed. In Hajawi, a military contingent follows a previously unknown tunnel on the trail of saboteurs. In Leshi, the life of a prominent statesman hangs by a thread. In Wymerin, a couple of young girls make an accusation that will shape the future of their society. An ancient race resurfaces, wreaking havoc across the face of the super-continent on which mankind has lived its entire life as a species, and the world will never be the same again. Sail the broad waters of Pangaea's Inner Sea, whisper in the shadowed alleys of her coastal states, and brave the frigid passes of her

mountains, all in the company of thirteen of science fiction's brightest lights—Kirsten Beyer, Ilsa J. Bick, Michael A. Burstein, Peter David, Kevin Dilmore, Michael Jan Friedman, Robert Greenberger, Paul Kupperberg, Kelly Meding, Aaron Rosenberg, Lawrence M. Schoen, Geoffrey Thorne, and Marie Vibbert. One super-continent. Thirteen visions. A host of possibilities . . .

Blood Ninja Carolrhoda Lab ™

More information to be announced soon on this forthcoming title from Penguin USA.

Enders Carolrhoda Lab ®

Published by Scientific American in 1905, the book tells the story of a group of boys who explore Clump Island, a fictional place where boys could be boys. As they explore the island, the young friends are able to test their skills building all kinds of things. As the first in the Scientific American Boy series, this is a collection of science and nature activities for boys told in a fictional story. Includes diagrams and illustrations.

Ashes Simon and Schuster

!--StartFragment-- Read the book that inspired the Nickelodeon TV show! Perfect for fans of Middle School and Awkward. Super-stylish and uber-harsh, Kacey Simon is the social dictator of Marquette Middle School. But when an eye infection and a visit

to the dentist leave her with giant glasses, a mouth full of metal, and...a littthp, Kacey is dismissed by her popular friends, falling so far down the social ladder she can barely see the top, even with her magnifying specs. With nowhere else to turn, Kacey has to hang with her nerdy neighbor and a boy who walks to beat of his own drum, but she's determined to reclaim her throne. Will she climb back to the top? Or will she discover that hitting rock bottom kind of...rocks?

Ashen Winter Simon and Schuster

The epic conclusion to Ann Aguirre's USA Today bestselling trilogy. The horde is coming. Salvation is surrounded, monsters at the gates, and this time, they're not going away. When Deuce, Fade, Stalker and Tegan set out, the odds are against them. But the odds have been stacked against Deuce from the moment she was born. She might not be a Huntress anymore, but she doesn't run. With her knives in hand and her companions at her side, she will not falter, whether fighting for her life or Fade's love. Ahead, the battle of a lifetime awaits. Freaks are everywhere, attacking settlements, setting up scouts, perimeters, and patrols. There hasn't been a war like this in centuries, and humans have

forgotten how to stand and fight. Unless Deuce can lead them. This time, however, more than the fate of a single enclave or outpost hangs in the balance. This time, Deuce carries the banner for the survival of all humanity.

Scary Out There Ashes

For Gene and the remaining humans - or hepers - death is just a heartbeat away. On the run and hunted by society, they must find a way to survive in The Vast... and avoid the hungry predators tracking them in the dark. But they're not the only things following Gene. He's haunted by the girl he left behind and his burgeoning feelings for Sissy, the human girl at his side. When they discover a refuge of exiled humans living high in the mountains, Gene and his friends think they're finally safe. Led by a group of intensely secretive elders, the civilisation begins to raise more questions than answers. A strict code of behaviour is the rule, harsh punishments are meted out, young men are nowhere to be found - and Gene begins to wonder if the world they've entered is just as evil as the one they left behind. As life at the refuge grows more perilous, he and Sissy only grow closer. In an increasingly violent world,

all they have is each other . . . if they can only stay alive.

The Dead Romantics Harper Collins
Gold is wealth. Wealth is power. Power is a curse. This captivating fantasy adventure—the untold story of the daughter King Midas turned to gold—will dazzle you with the kind of action, adventure, twists, turns, and a bit of romance to make any fan of magic and mythology greedy for more. After King Midas ' s gift—or curse—almost killed his daughter, he relinquished The Touch forever. Ten years later, Princess Kora still bears the consequences of her father ' s wish: her skin shines golden, rumors follow her everywhere she goes, and she harbors secret powers that are getting harder to hide. Kora spends her days concealed behind gloves and veils. It isn ' t until a charming duke arrives that Kora believes she could indeed be loved. But their courtship is disrupted when a thief steals treasures her father needs to survive. Thanks to Kora ' s unique ability to sense gold, she sails off on her quest to find the missing items. Magic, mythology, fantasy, and pirate adventures charge through every page as Kora learns that not everything is what it seems—not her

companions, not the thieves, and not even Kora herself. A Touch of Gold: Is told from the perspective of Kora, King Midas ' s daughter and a strong female protagonist Is a clean fantasy adventure, perfect for fans of the #1 New York Times bestselling books, The Wrath & the Dawn and Cinder Is an enchanting and captivating fantasy adventure/fairy tale retelling Features a beautifully decorated cover Will have strong appeal to readers ages 13 & up

Horde Harper Collins

After training to become a Huntress and being partnered with a mysterious Hunter named Fade, Deuce, who has only lived underground, is exiled topside with Fade, where they must survive the gangs who live among the ruins of the city.

Dragon Rising Macmillan

Discover an "absurd, funny, and thought-provoking" book perfect for "anyone who has ever felt socially awkward or inadequate" (Louis Sachar, author of Holes and the Wayside School series). Dear weird toes, crooked nose, stressed out, left out, freaked out Dear missing parts, broken hearts, picked-on, passed up, misunderstood, Dear everyone, you are cordially invited, come as

you are, this party's for you Welcome to Pity Party, where the social anxieties that plague us all are twisted into funny, deeply resonant, and ultimately reassuring psychological thrills. There's a story about a mood ring that tells the absolute truth. One about social media followers who literally follow you around. And one about a kid whose wish for a new, improved self is answered when a mysterious box arrives in the mail. There's also a personality test, a fortune teller, a letter from the Department of Insecurity, and an interactive Choose Your Own Catastrophe. Come to the party for a grab bag of delightfully dark stories that ultimately offers a life-affirming reminder that there is hope and humor to be found amid our misery. Scholastic Inc.

The Hunger Games mixes with The Walking Dead in this post-apocalyptic YA series that comes to a hair-raising conclusion in *Monsters*. The *Changed* are on the move. The *Spared* are out of time. *The End...is now*. When her parents died, Alex thought things couldn't get much worse—until the doctors found the monster in her head. She headed into the wilderness as a good-bye, to leave everything behind. But then the end of the world happened, and Alex took the first step down a treacherous road of betrayal

and terror and death. Now, with no hope of rescue—on the brink of starvation in a winter that just won't quit—she discovers a new and horrifying truth. *The Change* isn't over. *The Changed* are still evolving. And...they've had help. With this final volume of *The Ashes Trilogy*, Ilsa J. Bick delivers a riveting, blockbuster finish, returning readers to a brutal, post-apocalyptic world where no one is safe and hope is in short supply. A world where, from these ashes, the monsters will rise.

Daughter of the Dragon Poppy AshesCarolrhoda Lab ®

The Sin-Eater's Confession Carolrhoda Lab ™ There are stories where the girl gets her prince, and they live happily ever after. (This is not one of those stories.) Jenna Lord's first sixteen years were not exactly a fairy tale. Her father is a controlling psycho and her mother is a drunk. She used to count on her older brother—until he shipped off to Iraq. And then, of course, there was the time she almost died in a fire. There are stories where the monster gets the girl, and everyone cries for his innocent victim. (This is not one of those stories either.) Mitch Anderson is many things: A dedicated teacher and coach. A caring husband. A man with a certain...magnetism. And there are stories where it's hard to be sure who's a prince and who's a monster, who is a victim and who should live

happily ever after. (These are the most interesting stories of all.) *Drowning Instinct* is a novel of pain, deception, desperation, and love against the odds—and the rules.

Enclave Houghton Mifflin Harcourt

Could Taro, a fisherman's son, be destined for greatness? In the course of a day, Taro's entire life changes: His father is murdered before his eyes, and Taro is taken by a mysterious ninja on a perilous journey toward safety. Someone wants Taro dead, but who—and why? With his best friend, Hiro, and their ninja guide, Shusaku, Taro gets caught in the crossfire of a bitter conflict between rival lords for control of imperial Japan. As Taro trains to become a ninja himself, he's less and less sure that he wants to be one. But when his real identity is revealed, it becomes impossible for Taro to turn his back on his fate.